NES-H4-USA

Instruction Booklet

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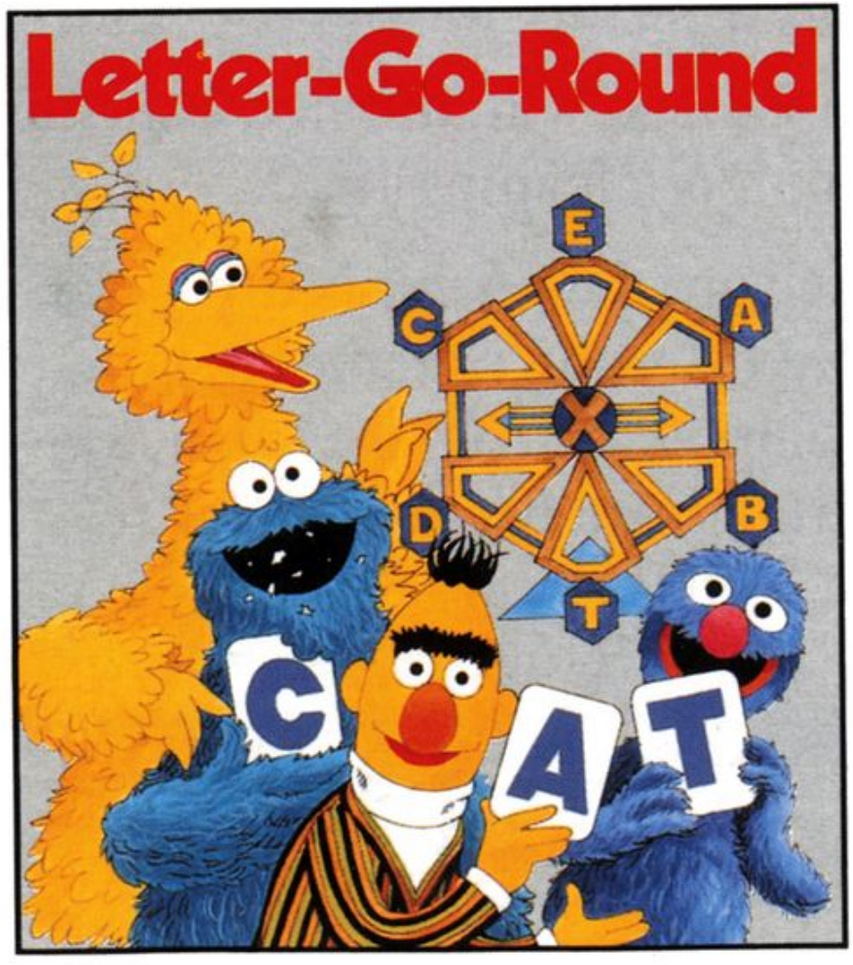
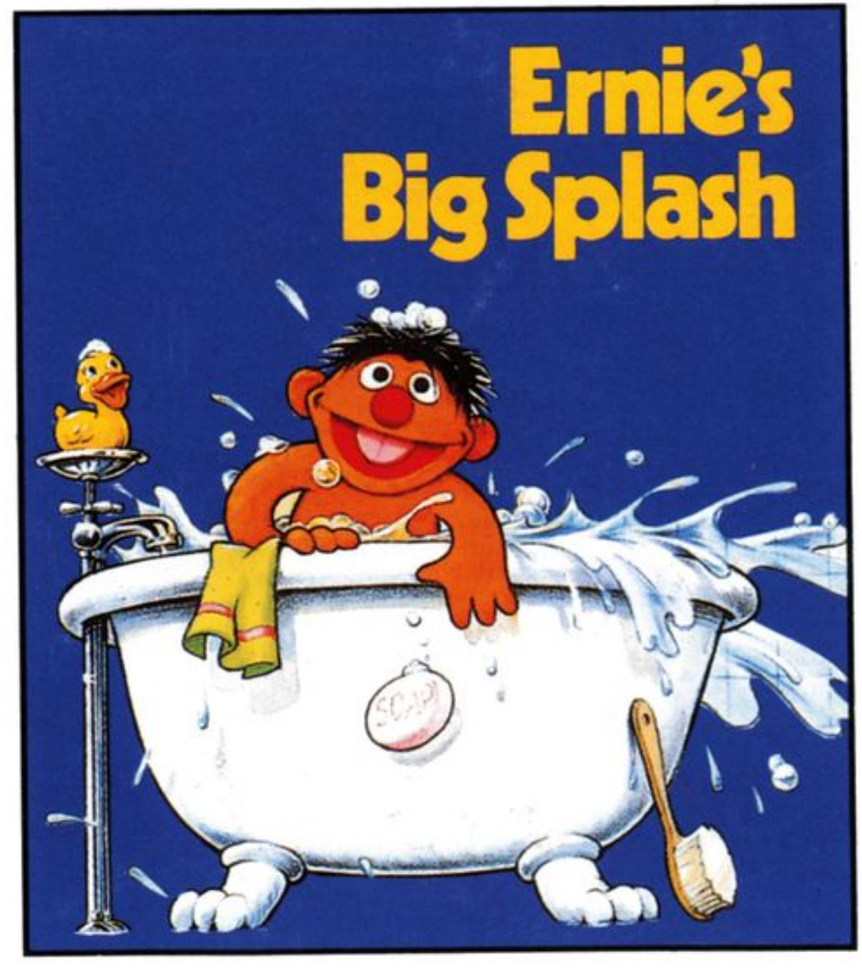
for play on the Nintendo ENTERTAINMENT SYSTEM®





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PRECAUTIONS

- The Game Pak is a precision device. Keep it away from electrical shock and do not use under extreme temperature conditions.
- Do not touch the terminals.
- Avoid exposure to water.
- Do not clean with thinner, benzine, alcohol, or cleaning fluids.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System.

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Thank you for buying ***Sesame Street ABC***.
Please read this booklet for a complete explanation of each game on this Game Pak.

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SESAME STREET A-B-C contains two different games, ***Letter-Go-Round*** and ***Ernie's Big Splash***. To choose one, follow these steps.

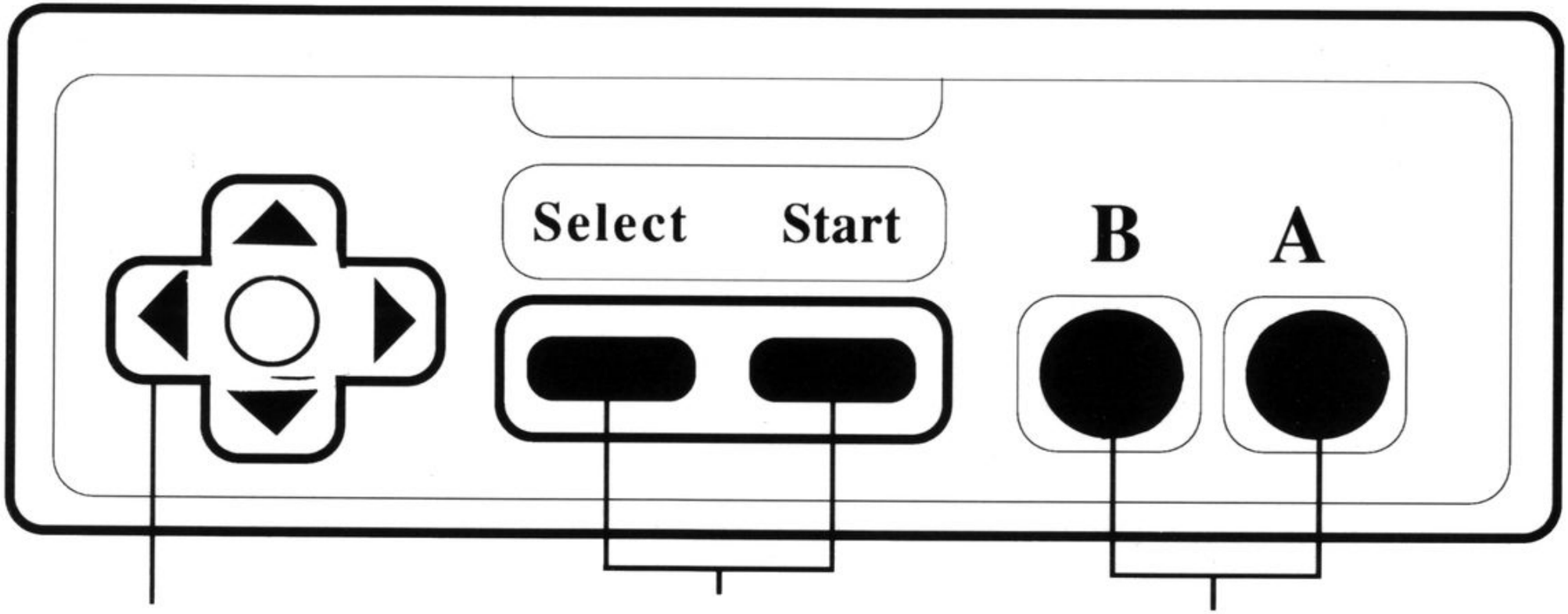
- Insert the Game Pak into your Nintendo Entertainment System.
- Turn on the power.
- The Main Menu appears. Press the Black Arrow key button to choose one of the games. Then press the select or start button to begin play.

NOTE: To return to the Main Menu and select the other game on this Game Pak, press the reset button on the front of your Nintendo Entertainment System.

Sesame Street Letter-Go-Round provides a playful setting in which children can practice these early reading skills.

- Letter recognition and matching
- Upper/lower case matching
- Word recognition and matching
- Simple spelling

Special Note for Parents: We have designed this manual so it is easy for you to find useful information. Whenever you see a paragraph with this symbol ☞, you will find additional hints to help your child use this program.



Black Arrow Keys
Adjust speed of the ferris wheel.

Black Select or Start Button
Return to the ***Letter-Go-Round*** level menu.

Red Button (A or B)
To stop the ferris wheel and select a letter.

Step right up!

It's time to take your turn to catch and match the letters on the whirling ferris wheel!

So, if you're ready for fun, let's get started.

☞You may enjoy playing ***Sesame Street Letter-Go-Round*** with your child. By doing so, you can reinforce your child's learning by following these few hints.

When discussing the game, use the words "letter," "word," and "match" so your child becomes familiar with these concepts. You can help your child identify each letter as it moves through the matching zone by saying things like, "Does this letter match the one on the seesaw?"

Or, "Can you find the right letter to finish this word?"

Select a Level

To select a game level, use the Black Arrow key to highlight a level. Then press either Red Button to select that level.

Spin That Wheel

How fast can the ferris wheel spin? That's up to you. Press the Black Arrow key to spin the ferris wheel faster or slower. The wheel will spin at the speed you select--until you press the Black Arrow key again.

Make the Match

As the letters spin on the wheel, wait until the letter you want moves into the matching zone at the bottom of the ferris wheel. Then press either Red Button to drop that letter into the slot.

☞ Making a match at the right time may require some practice. You can help your child by placing your finger on the correct letter and tracing its path as it moves into the matching zone.

Playtime

The six game levels are described below. Each level is designed to be progressively more challenging. Encourage your child to begin with the first levels to develop the skills needed for the more difficult levels.

Level 1: Uses upper case letters only. It takes three matches to build the strength-o-meter and complete the round.

Level 2: Uses lower case letters only and three matches complete a round.

Level 3: Uses upper and lower case letters. You can match:

upper/upper case
lower/lower case
upper/lower case
lower/upper case

Three matches complete a round.

Levels 1, 2 and 3: How to Play

It's as easy as A-B-C. Your Muppet pal is here to play and he brought a letter for you to match.

Plunk! He dropped it on the seesaw. Now it's up to you.

Find the letter on the ferris wheel that matches the one on the seesaw. Press either Red Button when the letter moves into the matching zone.

Oops! The letter you chose wasn't the correct one! That's okay! The letter will pop back into its basket, the wheel will continue spinning and you can guess again.

Hurray! You matched the letter! Your letter will flip into the air and look--you've built one part of the strength-o-meter! Make all the matches in a round and you'll get a rousing Rah!-Rah! from your Muppet buddies.

Level 4: One Little Word

Spell an entire word by matching each letter in the word. How do you match a word? One letter at a time, of course! Here's what to do:

Look at the first letter in the word.

Find that letter on the ferris wheel.

Press either Red Button to catch that letter.

The first letter will pop into its place and it's time to catch and match letter number two . . . and then letter number three!

Match all three letters in the word, and you've won the round. Your Muppet pals have one last word for you - - Bravo !

Level 5: What's Missing?

This time your Muppet friend brings out a word for you--but there's one letter missing! Find a letter on the ferris wheel that correctly completes the word. Here's how to do it:

> Look at the incomplete word. Now look at the letters on the ferris wheel. Can you spot a letter that fits? There may be more than one right answer.
>
> When the letter you want is in the matching zone, press either
>
> Red Button.
>
> Hurray! You spelled a word! Your Muppet pals will give you a rousing cheer!

Three correct matches successfully complete the round and build the strength-o-meter.

Level 6: Spell the Secret Word

Now the ferris wheel takes its trickiest turn of all! The letters on the wheel spell a secret word--but even your Muppet pal doesn't know what the word is! So it's all up to you--and here's what to do:

> Look at the letters on the ferris wheel. Find three letters that spell a word. Now look again--because there may be several words on the wheel . . . but only one of them is the secret word!
>
> The first letter is the hardest to match. Choose your first letter by moving it into the matching zone, and pressing either Red Button. If you guessed right, that letter will pop into place!
>
> Now select the next letter . . . and then the third. When you find the secret word, your Muppet pals will cheer you once again!

☞ Spelling words may be tricky at first. Ask your child, "How many words do you see? Let's write each one down." Note: After eight incorrect guesses, the secret word will pop onto the screen.

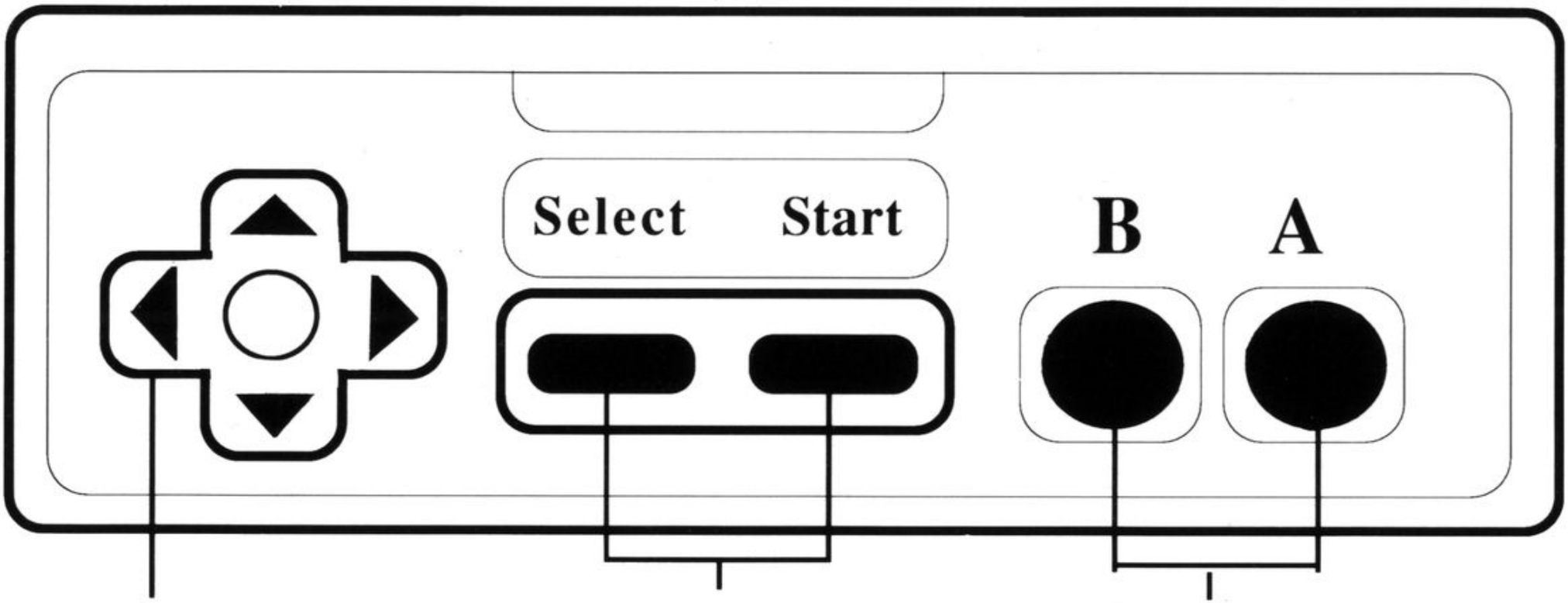
Ernie's Big Splash is a fun-filled way for children to develop planning, predicting, and problem-solving skills. Ernie is taking a bath, but something is missing --his Rubber Duckie! Help Ernie build a pathway that leads Rubber Duckie from his soap dish to Ernie's bathtub.

Ernie's Big Splash consists of three games:

Game 1: Ernie's Challenge
Game 2: Ernie's Fun Pal Challenge
Game 3: Ernie's Super Challenge

To select a game, use the Black Arrow key to highlight a choice. Then press either Red Button to select that game. To return to this menu at anytime, press the Black Select or Start key.

☞ Each game, which consists of several playfields, is designed to be more challenging than the previous one. Encourage your child to start with the easier games first before moving on to Ernie's Super Challenge.



Black Arrow
Keys scroll through piece choices.

Black Select or Start Button
One press: Clear screen and start over within same level.
Two presses: Return to ***Ernie's Big Splash*** Menu.

Red Button (A or B)
Incomplete path: Select piece and Rubber Duckie moves forward.
Complete path: Animate the puzzle.

The Playing Screen

At the beginning of the game, Rubber Duckie appears near his soap dish, while Ernie is sitting in his bathtub waiting for Rubber Duckie to join him.

☞ Point out Rubber Duckie and Ernie, and ask your child to help Rubber Duckie join Ernie in his tub. Your child may enjoy building a simple, more direct pathway or may prefer constructing longer, more complex routes.

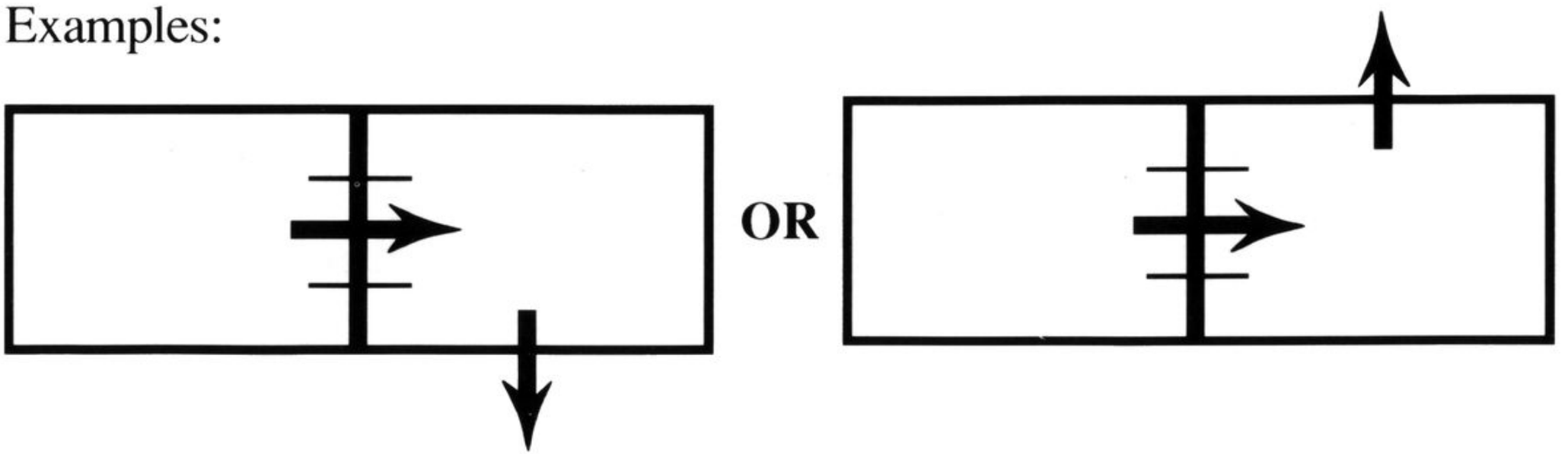
How to Select a Building Piece for the Pathway

There is a square next to Rubber Duckie that will help you select building pieces for the pathway. Press the Black Arrow key to cycle through the available building pieces. A new piece appears each time the Black Arrow key is pressed.

There are two green arrows on each piece as shown in the examples below. These green arrows show where Rubber Duckie enters and exits each piece.

☞ Point out the arrows in each building piece, and explain that Rubber Duckie uses the doorways to enter and exit each piece. Encourage your child to use his or her finger to show you where Rubber Duckie will enter the piece and where he will exit.

Examples:



☞ Have your child note the different directions for each piece. Have him or her show you the pieces that move Rubber Duckie across, up, down, etc.

Encourage your child to pay close attention to these directions when planning the route of a pathway.

Explain to your child that the pieces will only help Rubber Duckie travel across, up, down, or at right angles. Remind your child that Rubber Duckie cannot move diagonally through pieces.

Point out the pieces that appear twice and explain that although these pieces look the same, the arrows on the pieces are in different positions, and each one will move Rubber Duckie in a different direction.

When your child selects a piece that he or she thinks is correct, press either Red Button. If correct, Rubber Duckie will move forward.

☞ After a piece has been placed, point out to your child that Rubber Duckie is ready and waiting for a new piece to be selected.

As pieces appear, have your child trace the path through the piece with his or her finger. Encourage your child to look at the exit to plan the direction of the next piece in the pathway.

If you press a Red Button and a selected piece doesn't work, you will hear a "bump" sound. Rubber Duckie will not be able to travel through that piece.

Use the Black Arrow key to select another piece, and hopefully that one will work!

☞ When incorrect pieces are selected, point out the position of the green arrows and ask your child to tell you why Rubber Duckie cannot move through the piece. Encourage your child to select another piece, paying close attention to the direction of the green arrows.

If your child has trouble constructing a pathway to Ernie's tub, have him or her show you on the screen which way the pathway should lead.

Ready . . . Set . . . Go!

When a correct pathway has been constructed all the way to Ernie's tub, Rubber Duckie will travel the entire length of the pathway, and fall into the tub with Ernie, creating a giant splash.

Press either Red Button again, and Rubber Duckie will travel in reverse through the pathway, back to his soap dish. Your child may send Rubber Duckie through the pathway as many times as he or she likes.

NOTE: Rubber Duckie will only move in reverse when the entire pathway has been completed.

Muppet Fun Pals

Muppet Fun Pals appear in all the playfields in Games 2 and 3. Muppet Fun Pals are special pieces that can be added to the pathway. Muppet Fun Pals have four doorways, instead of two, so they can be used twice in a pathway.

Build the pathway up to the Muppet Fun Pal. Then select a piece to move Rubber Duckie into the Muppet Fun Pal piece.
Watch and see which way Rubber Duckie exits the piece. Then build the pathway to enter the same Muppet Fun Pal piece a second time, but through a different doorway.

When your child includes a Muppet Fun Pal in his or her pathway, the piece will determine Rubber Duckie's exit doorway. Of course, your child may choose to build around the Muppet Fun Pal rather than include it in his or her pathway.

Clear the Screen and Start Again

The Clear option will clear the screen to allow you to start playing again on the same playfield. Press the Select or Start key ONCE to start over within the same level.

Dead Ends

If your child constructs a pathway that blocks itself so that Rubber Duckie can't reach Ernie, then a dead end has been made. Press the Select or Start key once to clear the screen to start again.

Exit

At any time, you can quit the current game. Press the Select or Start key TWICE to quit.

You will return to the Game menu.

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules., which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

90-Day Limited Warranty

Hi Tech Expressions™ warrants to the original consumer purchaser that the ***Sesame Street ABC*** Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

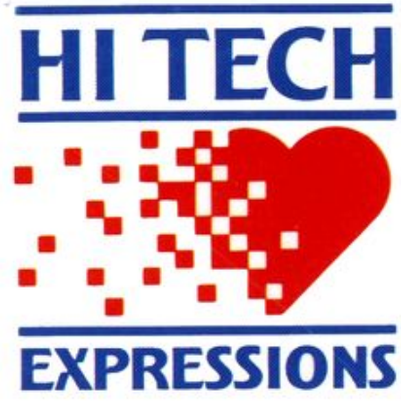
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-9703. Our Customer Service Department is in operation from 1:00 P.M. to 5:00 P.M. Eastern Standard Time, Mon.-Thurs. and 9:00 A.M. to 1:00 P.M., Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

   HI TECH EXPRESSIONS
   Attn: Nintendo Customer Service Department
   584 Broadway
   New York, NY 10012

   If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

Warranty Limitations:

ANY APPLICABLE IMPLIED WARRRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITION SET FORTH HEREIN. IN NO EVENT SHALL HI TECH EXPRESSIONS BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.



584 Broadway
New York, New York 10012

Printed in Japan